IN THE CLAIMS

1. (Currently Amended) A three-dimensional data input method for inputting three-dimensional data using a three-dimensional data input apparatus that is constructed to input the three-dimensional data of an object displayed on a monitor screen by shooting the object, the method comprising the steps of:

generating image data of ~~the~~ a three-dimensional shape model in accordance with the three-dimensional data inputted from a part of the object, the image corresponding to the shape of the three-dimensional data;

displaying the image of the three-dimensional shape model on the monitor screen as a guide image for framing;

performing ~~the~~ a framing so that the guide image is overlapped on ~~the~~ an image of the object image that corresponds to the guide image; and

shooting the object after the framing is performed.

2. (Original) A three-dimensional data input apparatus for obtaining three-dimensional data of an object by shooting the object, the apparatus comprising:

a monitor for displaying the object;

an image generator for generating a three-dimensional model image of the object in accordance with the three-dimensional data of the object obtained by the shooting; and

a display controller for displaying the three-dimensional model image as a guide image on the monitor for framing.

3. (Original) The three-dimensional data input apparatus according to claim 2, further comprising a memory for memorizing the three-dimensional data of the object obtained by the shooting.

4. (Original) The three-dimensional data input apparatus according to claim 3, wherein the image generator generates the three-dimensional model image in accordance with the data memorized in the memory.

5. (Currently Amended) A three-dimensional data input method of using a three-dimensional data input apparatus that is constructed to input the three-dimensional data of a portion of an object displayed on a monitor screen by shooting the object, the method comprising the steps of:

displaying an image of a three-dimensional shape model having a shape substantially identical to the object as a guide image for framing on the monitor screen, the image of the three-dimensional shape model being based on a predetermined three-dimensional shape model data;

framing in accordance with the guide image; and

shooting the object after the framing is performed.

6. (Currently Amended) The three-dimensional data input method according to claim 5, further comprising the steps of matching the image of the input portion with the guide image so that the scale of the guide image agrees with the scale of the object.

7. (Original) The three-dimensional data input method according to claim 5, wherein the shooting is performed for plural positions different from each other for the object.

8. (Original) The three-dimensional data input method according to claim 5, wherein the image of the three-dimensional shape model is retrieved from the memory.

9. (Original) The three-dimensional data input method according to claim 8, wherein a plurality of the image of the three-dimensional shape model is memorized.

Claims 10-16 (Cancelled)